

AFJROTC TX-952 CORSICANA HIGH SCHOOL 3701 W. HWY 22 CORSICANA, TX 75110

Phone: (903) 874-8211 Fax: (903) 874-2678

13 April 2019

Drill Meet Invitation and Information Package

Dear JROTC Instructor: PLEASE HAVE YOUR CADET COMMANDERS READ THIS SOP!!!!!

- 1. Welcome to the Corsicana Tiger's Invitational Drill Meet. In this package we've tried to provide everything you need to enter and prepare for the meet.
- 2. **Date and Place**. The Corsicana Tigers Invitational Drill Meet will be held on **Saturday**, **13 April 2019**, at **Corsicana High School**. Directions to Corsicana High School are attached.
- 3. **Events**. We will have the following 14 events:
 - a. Demilitarized Armed Regulation and Exhibition
 - b. Unarmed Regulation and Exhibition
 - c. First Year Unarmed Regulation
 - d. Male Color Guard
 - e. Female Color Guard
 - f. Mixed Color Guard
 - g. Saber/Sword Regulation
 - h. Inspection
 - i. Male PT
 - i. Female PT
 - k. Individual Armed Exhibition
 - 1. Tandem Armed Exhibition
 - m. Academic (Must have four cadets for the team.)
 - n. Pugil Stick Battle
- **4.** Awards. Trophies will be awarded for 1st, 2nd, 3rd, and 4th places in each of the 14 events.

FOR THE CHAMPIONSHIP TROPHIES, YOU MUST HAVE PARTICIPATED IN: INSPECTION, UNARMED REGULATION, TWO OF THE THREE COLOR GUARDS, If you enter one each in the three color guard categories, all three count toward championship trophy. MALE AND FEMALE PT TEAMS, AND ACADEMICS. Exhibition teams will be included for the championship trophy calculations. The teams (schools) with the top four scores will be eligible for the championship trophies. All 1st places will receive 20 points, 2nd places 15 points, 3rd places 10 points and all 4th places 5 points.

- 5. **Limits in number of teams**. You are limited to <u>ONE TEAM IN EACH CATEGORY</u> which means you may enter a maximum of 14 teams with the exception of the individual and tandem armed exhibition. You may **NOT** compete more than **ONE** team in the same event. Just so that there is no confusion, for color guard and PT this means that you may have:
 - a. 1 male, 1 female, and 1 mixed. You may NOT enter 2 male, 2 female or 2 mixed
 - b. 1 male and 1 female PT team. You may **not** have 2 male or 2 female teams. There is no mixing of the genders i.e., 2 females and 2 males for a PT team.

6. Basic Guidelines/constraints.

- a. Drill teams (other than PT and inspection) must have at <u>least 10 members</u>, counting the commander. <u>Inspection will consist of 13 members</u>, 12 members and the commander. Academic teams will consist of four cadets from each school. **Saber Team** must have at the minimum 1 commander and 8 members. There must be an even number of members for the saber arch.
- b. The uncasing and casing of the colors will be done according to Army TC 3-21.5, Paragraph 15-6, a, (1) through (5), b.
- c. Unarmed drill will be judged in accordance with Air Force Manual 36-2203.
- d. Except for the PT teams and Male and Female Color Guards, all drill teams are coed.
- 7. **Entry fees**. The fee for each team is \$35.00 with the exceptions of Individual Armed Exhibition, Tandem Armed Exhibition, and Academic. Individual will be \$5.00, Tandem, \$10.00, and Academic \$20.00. Please make checks payable to Corsicana High School JROTC.
- 8. How to enter.
 - a. Fill out the entry form, scan and then email it. (Send payment in mail.)
 - b. Or, you can use "snail mail".

We would like to have all entry fees before the 30th of March. However, you may bring your payment the day of the meet as long as we have a firm commitment from you and you have notified us that you will be bringing the payment with you.

- 9. Availability of slots and requests for specific competition times. Our biggest constraint is the maximum number of competition slots we can fit in the day. Because Corsicana is a considerable distance from other schools, we do not start before 0900 and we want to finish events by 1615. After allowing for lunch and breaks for the judges, that gives us a maximum of 24 slots for each event. Also, to keep the schedule realistic, we try to schedule time between a school's events to allow cadets who are on more than one team to make it from one event to another; we try to meet any start and finish time constraints a school traveling a long distance might have; and, finally, we try to fulfill requests for specific event sequencing. We're happy to meet all of these needs, but as the schedule fills up, it becomes harder and harder. And, worst-case, we may not be able to schedule all teams from a late-entering school. Therefore, the sooner you contact us the better. One last thing about the schedule: Because it is tight for some events, it is important that teams show up on time. If your team is going to be late, have a cadet go to the judges and let them know. We will not penalize a team for being late. If your team is ready sooner than the scheduled time, ask the judges if they can go ahead and judge your team.
- 10. Included in this package are the following:
 - a. Drill Meet Entry Form
 - b. General Information about the Meet
 - c. Competition Rules
 - d. Separate Score Sheets for the 13 events.
 - e. PT Statement of Waiver Form (This form is to be used for all Pugil Stick competitors as well.)
 - f. Directions to Corsicana High School
- 11. TX-952 <u>will not</u> compete in this meet. We look forward to providing this competition for <u>your</u> teams as a service and leadership experience for our cadets.
- 12. If you have any questions that we have not answered, please contact us at (903) 874-8211, or via email at **rhardie@cisd.org**. Thank you.

MONTE R. MACKEY, Lt Col, USAF (Ret) Senior Aerospace Science Instructor

CORSICANA TIGERS INVITATIONAL DRILL MEET ENTRY FORM, 13 April 2019

Please indicate the divisions and events you wish to enter, and return the form **NLT 30 March 2019, with the entry fees**, to Corsicana High School AFJROTC, 3701 West Hwy 22, Corsicana TX 75110. Please make checks **payable to Corsicana High School AFJROTC**. TX-952 phone number is 903-874-8211, ext 4141.

Demilitarized Division	No. of Teams	Event Cost	Time Req	uested
Regulation	x \$35		1^{st}	2nd
Regulation	(Limit 1 team)			
Exhibition	x \$35 (Limit 1 team)			
Unarmed Division				
***Regulation	x \$35			
Exhibition	(Limit 1 team)x \$35			
First year	(Limit 1 team) x \$35 (Limit 1 team)			-
***Inspection (Please read SOP)	x \$35			
Saber/Sword Regulation Drill	(Limit 1 team) X \$35 (Limit 1 team)			
***Color Guards	(Limit I team)			
Male	\$35			
Female	\$35			_
Mixed	\$35			_
***Physical Fitness (Limit is 2 teams total.)				
Male	\$35			
Female	\$35			
Individual Armed Exhibition	x\$5.00			
Tandem Armed Exhibition	x\$10.00			
Pugil Stick Battle (A <u>minimum</u> of two males or two females. You may enter more but the numbers must be divisible by 2.)				
***Academic Team (Team consist of FOUR cadets; \$	Female		_	
		Total Entry F		
Name of School	Telephone #			
Unit Contact	Fax #			
E-mail Address *** Mandatory events to be consider for the champi		it Number: (Ex. TX-952)

GENERAL INFORMATION

- 1. **Registration:** Teams may begin reporting in at 0800, 13 April 2019 at Corsicana High School.
- 2. **Dressing Areas:** Dressing areas are limited to the designated changing areas located at Corsicana High School. AFJROTC TX-952, Corsicana High School and Corsicana ISD assume no responsibility for lost, damaged or stolen equipment.
- 3. Instructor's and cadet's interaction with judges: There will be NO feedback after the completion of drill routines. This is to save on time and prevent "false hope". In the past, judges have been known for saying things like, "The best I've seen all day" this sets up false hope for the cadets. Too, none of our judges are drill and ceremony experts. They are simply looking to see if the teams drill with precision and if all commands were covered by the commander of the team. As well, I believe the instructors from each school can provide better feedback to their cadets. We are asking all instructors to please see us if there is a problem not the judges. These individuals are volunteers. Please see Lt Col Mackey or MSgt Hardie. The judge's scores are final.
- **4.** The Academic portion of the meet will take place in our classroom using the CPS system. Cadets must meet in our classroom no later than 1400hrs. We suggest the cadets chosen to compete not be on any other drill team so they do not feel rushed this is a suggestion only. The test will cover The Bill of Rights, Leadership Traits, Flag, and The Communication Process.
- 5. Pugil Sticks: Each school may enter a maximum of eight cadets, four males and four females. However, if you only have male cadets who want to compete and no females, then you could have eight males as your max. This is a single elimination competition. The Pugil Stick Battle will take place in the covered dome area same as PT. We suggest picking cadets that are not on other drill teams – bring your champions. We have the helmets, chest pads and arm protection. If the cadet wants to bring a pair of gloves and mouth guard they may. NOTE: If your cadet is a "giant" of a person, our gear might not fit. The helmets we have go up to X-Large. The winner per round will be based on the first person to score three points. Points will be identified with a whistle. A hit to the body or head without it being a glancing, deflected, shot is a point. In other words, a direct hit, nothing coming between your stick and your opponent's body would be a clean strike. Once the whistle is blown, participants will stop and reset. If an opponent is hit on the head in such a manner as to cause him/her to be blown back or knocked off balance, they are automatically the loser – keep your footing. All calls by the referee are final. The winner will move on to the next level of the battle. All competitors will meet in the PT area starting at 11:30 am. Pugil stick competition will end by1400 hrs. We need to get started and battle until we have the winners for both the female and male categories.
- **6.** PT: **Please come no later than your scheduled time**. If you fail to arrive by your scheduled time, unless there has been prior notification with the judges, you will not be allowed to compete until a later time. Why you might ask. At most drill meets this is the one area that seems to delay the completion of the meet. It is our goal to have all teams on the road heading home no later than 1730. If your PT teams are ready ahead of time, they may be able to go sooner. The personnel running the PT area will take a lunch break.
- **7. FOOD:** TX-952 will operate a concession stand throughout the competition.
- **8. AWARDS CEREMONY:** We will try to conduct the awards ceremony by 1600 -1630

COMPETITION RULES

- 1. Note: Taps cannot be worn when participating at this drill meet period! Drill meet will be indoors.
- 2. **Preparation Area:** West parking lot (in front of the main entrance).
- 3. **Initial Reporting:** Five minutes prior to the designated time for beginning competition, the Team Commander will report to the designated area of competition with his or her team and notify the Head Judge the team is ready for competition. The commander and their team will proceed as directed by the Head Judge. A team may compete early if it is ready and the judge(s) is(are) available.
- **4. Reporting In:** Each team commander will march their team forward and halt, centered on the Head Judge, face their team to the Judge and report. The report will include the Commander's name, the name of the school, and the team name. Grading will begin when the salute is dropped. Platoon may be substituted for flight.
- 5. Military knowledge questions: Questions pertaining to military knowledge and Chain of Command may be asked during the inspection competition. The manner of response more so than accuracy will influence the "bearing" score on the inspection score sheet. (We have NOT included a list of questions because most judges do not take their questions from this list and instead ask general questions about a cadet's favorite class, plans after graduating, ribbons he/she is most proud of, etc. Therefore, we'll instruct the judges to limit knowledge questions to the very basic ones, such as president of the US, Secretary of Defense, etc. Cadets should be prepared to answer the other types mentioned above.)
- 6. Inspection: Cadets will be <u>required to wear their service</u>'s Regulation Service Dress uniform, Class "A" button-up jacket, authorized ribbons (NO medals), and appropriate service's JROTC shoulder patch no ascots, gloves, cords, parade belts, or berets. The only exception to the berets and JROTC shoulder patch will be the Army cadets. Their service uniform requires them to wear a beret. And they are not allowed patches on the service coat. The only other headgear allowed, and headgear must be worn, will be the garrison cap (flight cap). The inspector will direct the Team Commander to "Prepare for Inspection". Important Note!

The Inspection Team COMMANDERS WILL NOT MOVE TO REVIEW THE CADETS FOR PERFECT DRESS & COVER (Alignment) After "open ranks march" Cadets will be instructed to dress & cover by their commander.

When signaled by the head judge, the Cadet Commander will lead his cadets into the inspection area centering his unit on the Head Judge. The unit should then be instructed to "Open Ranks" by the Cadet Commander. The cadet commander then turns, salutes and states, "Sir/Ma'am, XXXXX High School (school name) XXXX drill team (team name) is prepared for inspection. NOTE: DO NOT have the entire formation salute the judge! The unit is then ready to be inspected by the judges. The Head Judge will visually evaluate the Cadet Commander and then the Head Judge will command, "Precede me through the inspection". All judges at this point step off to evaluate the elements.

Grading will include reporting in. Scoring ceases after the commander reports out. Inspection scores will be calculated by adding all points earned by each team member to include the commander's. Total points earned will be divided by the number of cadets, including the commander, on the inspection team to derive an overall team average.

7. Regulation Drill:

Judging will begin upon entry and reporting in. Judging will cease when the Team Commander reports out to the Head Judge that the team has completed the Regulation Drill. Judging will be according to Air Force Manual 36-2203. Please note the procedures for giving "Eyes Right" according to AFMAN 36-2203, dated November 2013, paragraph 7.17.8. The emphasis is on holding the salute by the commander until after giving "Ready Front". This is the proper way of executing this command for a "Pass and Review". Normally, the "Eyes Right" will be given during a "Pass and Review" therefore the emphasis on the "Ready Front" procedures.

We have changed the drill sequences for Unarmed and Demil to standardize them and to move the ending point to the same side as the starting point. For armed regulation 15 Count Manual Arms, here's a great video to help instruct the cadets/teams. https://youtu.be/oh2IMfeJ8oQ

- 8. Exhibition Drill: Should be derived from basic drill movements nothing that hints as dancing moves or excessive "hand slapping" professionalism is key. Teams should display their imagination, creativity, pride, and spirit within the content of military bearing. Judging will begin when the reporting salute is dropped and it will end when the team commander reports Exhibition Drill completed. Routine must be a minimum of five minutes and a maximum of eight minutes. Teams will be penalized 1 point for each second under or over these time limits. This event will be conducted on the same type surface and in the same size area as the Regulation Drill events. Individual and tandem armed exhibition: Judging will begin when the reporting salute is dropped and it will end when the reporting out salute is dropped. Routines must be a minimum of two minutes but no more then three. There will be a one point penalty for every second under or over these time limits.
- 9. Color Guard: If you enter one team in each of the three color guard categories, there must be a different commander for each team. When uncasing and casing the colors, The uncasing and casing of the colors will be done according to Army TC 3-21.5, Paragraph 15-6, a, (1) through (5), b. It states that the guards will walk out at a 45 degree angle they take a half-right and a half-left in marching. The color guard sequence should be done with honor and professionalism nothing that hints of exhibition type drill should be used. The color guard will march at Quick Time, 100 to 120 steps per minute not slow time.
- **10. Saber Team**: The last three pages of this SOP will give guidance on the following parts of the routine:
- Ceremonial At Ease
- Commands 30 through 35 dealing with presenting an arch
- Check this video on the proper way to order sabers.

https://youtu.be/ArB6EP3 218

The saber is flicked backed to the right shoulder. This is only one of the three videos we reviewed but the procedure was the same.

TX-952 Drill Meet Information Notes – INDOOR Drill Areas

- No Taps on shoes – many events will be on gym floors.

Event	Location	Dimensions	Notes
DR, DE, UE	Old Gym	55' W x 79' D	Note 1 below
UR, FYR	Comp Gym	55' W x 94' D	Note 1 below
MCG/FCG/Mixed	Practice Gym	55' W x 60' D	Note 1 below
Saber Reg	Commons	72' W x 55' D	
Ind and Tand DE	Auditorium Stage	55' W x 40' D	Note 2 below
Inspection	Dance Studio		
MPT, FPT	Practice Dome	60 yards x 30 Yards	Note 3 below

Note 1: Teams will compete in the order they arrive at the gym. Judges will be told to allow teams to go ahead of their scheduled time if the floor is not currently being used. Therefore, unarmed and 1st year unarmed reg teams will use the same area for the competition. We do not see this as a problem due to there not being any feedback after the routine is finished. The competition gym is not as big as other gyms and could require teams to add additional to-the-rears to preclude running into walls. The only boundary breaks will be if the team marches into a wall/obstruction. Judges will be instructed to deduct 5 points from team commander's score for such mistakes. The addition of additional to the rear marches to create room will be allowed without deductions for all events.

Note 2: These teams are encouraged to go as soon as they can to compete even if it is ahead of the time on the schedule. Individual and tandem DE: As with the other events, the only boundary breaks will be assessed for walking into a wall or an obstruction. (Falling off the stage will NOT result in additional penalties. That would be penalty enough.)

Note 3 PT will be in the covered "Dome". There will be separate stations for push-ups and sit-ups, standing broad jump, and the run. The run will consist of 50 yards down and back for all 4 team members.

Grand Total

- Overall total points for the team will be divided by the total team members for the team average.
- All movements scored on a scale of 1 5, in 1 pt increments.

School:	Judge:	School:	Judge:
Cadet Name		Cadet Name	
1. Bearing	8. Buttons	1. Bearing	8. Buttons
2. Headgear	9. Shirt	2. Headgear	9. Shirt
3. Hair	10. Pants/slacks	3. Hair	10. Pants/slacks
4. Shave	11. Tie/tab	4. Shave	11. Tie/tab
5. Insignia	12. Pockets	5. Insignia	12. Pockets
6. Ribbons	13. Strings	6. Ribbons	13. Strings
7. Patches	14. Footwear	7. Patches	14. Footwear
Column 1 subtotal	Column 2 subtotal	Column 1 subtotal	Column 2 subtotal
	Grand Total		Grand Total
School:	Judge:	School:	Judge:
Cadet Name		Cadet Name	
1. Bearing	8. Buttons	1. Bearing	8. Buttons
2. Headgear	9. Shirt	2. Headgear	9. Shirt
3. Hair	10. Pants/slacks	3. Hair	10. Pants/slacks
4. Shave	11. Tie/tab	4. Shave	11. Tie/tab
5. Insignia	12. Pockets	5. Insignia	12. Pockets
6. Ribbons	13. Strings	6. Ribbons	13. Strings
7. Patches	14. Footwear	7. Patches	14. Footwear
Column 1 subtotal	Column 2 subtotal	Column 1 subtotal	Column 2 subtotal
1			

Note for Judges: All females get an automatic "5 pts" for "shave." Do not leave ANY blanks in the scoring columns, and please write LEGIBLY!

Also: Give Army cadets "5 pts" for patches. Army regs do not allow patches on their service coat.

Grand Total

School:	Judge:	
Commander Name		
1. Bearing	9. Shirt	
2. Headgear	10. Pants/slacks	
3. Hair	11. Tie/tab	
4. Shave	12. Pockets	
5. Insignia	13. Strings	
6. Ribbons	14. Footwear	
7. Patches	15. Report Out	
8. Buttons	Column 2 subtotal	
Column 1 subtotal	Commander's Action Points	
	Grand Total	

Commander's Actions: score each item on a 1-10 pt scale, maximum of 30 points	
1. Voice	
2. Bearing	
3. Positioning	
Total Points	

Inspection Team Grand Total Score Sheet

1. Total Points, ALL team members (minus the	
Commander)	
2. Total Points for the Commander (include	
Commander inspection items + Commander's Actions)	
Grand Total (team members + Commander pts)	
Total team members (including Commander)	
Team Average	
(Grand Total pts divided by Total team	
members)	

DATE: 13 April 2019

First Year Unarmed Regulation

SCHOOL / TEAM:	JUDGE:	
Grading: All movements scored on a scale of $1-5$, A 5-point deduction for each boundary violation. On A 5-second pause should be maintained after execut Report in/out will be performed inside the drill area	mitted items receive a score of zero. ting all BOLD UPPERCASE COMMANDS.	
1. Enter Drill Area and REPORT IN	18. Forward March	
2. Order Arms	19. To the Rear March	
3. Parade Rest	20. To the Rear March	
4. Attention	21. Column Right March	
5. OPEN RANKS MARCH	22. Forward March	
6. Ready Front	23. Eyes Right	
7. Close Ranks March	24. Ready Front	
8. Present Arms	25. Column Right March	
9. Order Arms	26. Forward March	
10. Parade Rest	27. Change Step March	
11. Attention	28. Column Right March	
12. Left Face	29. Forward March	
13. ABOUT FACE	30. FLIGHT HALT	
14. Forward March	31. Left Face	
15. Right Flank March	32. Right Step March	
16. Left Flank March	33. Flight Halt	
17. Column Right March	34. Report Out	
Column 1 sub total	Column 2 sub total	
	Minus Boundary Violations (5 pts each)	
Commander's Actions: Score each item on 1 – 10 scale.	Routine Total (170 Max)	
1. Voice	Summary:	
2. Bearing	Routine Total (170 points Max)	
3. Positioning	Commander's Total (30 points Max)	
Commander's Total (30 max)	Unarmed Regulation Total (200 Max) First Year Cadets	

Commander's Initials:	Judge's Initials:

DATE: 13 April 2019

UNARMED REGULATION

SCHOOL / TEAM:	JUDGE:
Grading: All movements scored on a scale of $1-5$, in 1 A 5-point deduction for each boundary violation. Omitted A 5-second pause should be maintained after executing a Report in/out will be performed inside the drill area boundary.	d items receive a score of zero. all BOLD UPPERCASE COMMANDS.
	31. Flight Halt
Enter Drill area and REPORT IN	32. Column of Files f/t Right (AF: Fwd March)
1. Dress Right Dress	33. Flight Halt
2. Ready Front	34. Column of Threes to the Left March
3. PARADE REST	35. Column Left March (AF: Fwd March)
4. Flight (Platoon), Attention	36. Double Time March
5. PRESENT ARMS	38. Quick Time March
6. Order Arms	39. Column Left March (AF: Fwd March)
7. COUNT OFF	40. Close March/Extend March
8. Right Face	41. Change Step March
9. Close March	42 FLIGHT HALT
10. Extend March	43. Column Left March (AF: Fwd March)
11. Left Face	44. Column ½ Left March
12. Open Ranks March (AF: Ready Front)	45. Column ½ Left March
13. Close Ranks March	46. To the Rear March
14. Left Step March	47. To the Rear March / Flight Halt
15. FLIGHT HALT	48. Forward March / Eyes Right
16. Left Face	49. Ready Front
17. Right Step March (4 step minimum)	50. Column Left March (AF: Fwd March)
18. Flight Halt	51. Column Left March (AF: Fwd March)
19. Four Steps Forward March	52. FLIGHT HALT
20. About face	53. Forward March
21. Forward March	54. To the Rear March
22. Column Right March (AF: Forward March)	55. To the Rear March
23. Column Right March (AF: Forward March)	56. Half Step March
24. Column Right March (AF: Frward March)	57. Forward March
25. Left Flank March	58. Left Flank March
26. Right Flank March	59 Change Step March / Flight Halt
27. FLIGHT HALT	60. Report Out
28. Column Left March (AF: Forward March)	Column 2 sub total
29. To the Rear March	Column 1 sub total
30. To the Rear March	Routine Total (300 pts) Max)
Column 1 sub total	
Commander's Actions: Score each item on	Summary
1 – 10 scale, 1 pt increments	
1. Voice	Routine Total (300 pts Max)
2. Bearing	Commander's Total (30 pts Max)
3. Positioning	Minus Boundary Violations (-5 pts each)
Commander's Total (30 pts Max)	Unarmed Regulation Total (330) pts Max)

Commander's Initials: Judge's Initials:

DATE: 13 April 2019

FEMALE/MIXED COLOR GUARD

Commander's Initials:

SCHOOL / TEAM:	EAM: JUDGE:	
Grading: All movements scored on a scale of $1-5$, A 5-point deduction for each boundary violation. Or A 5-second pause should be maintained after execut Report in/out will be performed inside the drill area	mitted items receive a score of zero. ing all BOLD UPPERCASE COMMANDS.	
1. Enter Drill Area - Uncase Colors	16. Ready Front	
2. Report In	17. Left Wheel March (Forward March)	
3. Colors Reverse March (Forward March)	18 Left Wheel March (Forward March)	
4. Left Wheel March (Forward March)	19. Left Wheel March (Forward March)	
5. Colors Reverse March (Forward March)	20. COLOR GUARD, HALT	
6. COLOR GUARD, HALT	21. Report Out	
7. Order Colors		
8. Parade Rest		
9. Color Guard, Attention		
10. CARRY COLORS		
11. Forward March		
11. Right Wheel March (Forward March)		
13. Right Wheel March (Forward March)		
14. Colors Reverse March (Forward March)	Column 2 sub total	
15. Eyes Right	Column 1 sub total	
Column 1 sub total	Routine Total (105 pts Max)	
Commander's Actions: Score each item on 1 – 10 scale, in 1 pt increments.		
1. Voice	Summary	
2. Bearing	Routine Total (105 pts Max)	
3. Positioning	Commander's Total (30 pts Max)	
Commander's Total (30 pts max)	Female/Mixed Color Guard Total (135 pts Max)	

12

Judge's Initials:

DATE: 13 April 2019

MALE COLOR GUARD

SCHOOL / TEAM:	JUDGE:
Grading: All movements scored on a scale of 1 – 5, A 5-point deduction for each boundary violation. On A 5-second pause should be maintained after execut Report in/out will be performed inside the drill area	nitted items receive a score of zero. ing all BOLD UPPERCASE COMMANDS.
1. Enter the Drill Area - Uncase Colors	16. Ready Front
2. Report In	17. Left Wheel March (Forward March)
3. Colors Reverse March (Forward March)	18. Left Wheel March (Forward March)
4. Left Wheel March (Forward March)	19. Left Wheel March (Forward March)
5. Colors Reverse March (Forward March)	20. COLOR GUARD, HALT
6. Color Guard, Halt	21. Report Out
7. Order Colors	
8. Parade Rest	
9. Color Guard, Attention	
10. CARRY COLORS	
11. Forward March	
12. Right Wheel March (Forward March)	
13. Right Wheel March (Forward March)	
14. Colors Reverse March (Forward March)	Column 2 sub total
15. Eyes Right	Column 1 sub total
Column 1 sub total	Routine Total (105 pts Max)
Commander's Actions: Score each item on 1 – 10, in 1 pt increments.	Summary
1. Voice	Routine Total (105 pts Max)
2. Bearing	Commander's Total (30 pts Max)
3. Positioning	Minus Boundary Violations (-5 pts each time)
Commander's Total (30 max)	Male Color Guard Total (135 Max)
Commander's Initials:	Judge's Initials:

DATE: 13 April 2019

DEMIL REGULATION

SCHOOL / TEAM:	JUDGE:
Grading: All movements scored on a scale of 1 – A 5-point deduction for each boundary violation. A 5-second pause should be maintained after exec Report in/out will be performed inside the drill are	Omitted items receive a score of zero. uting all BOLD UPPERCASE COMMANDS.
1. Report in	30. To the Rear March
2. Inspection Arms	31. To the Rear March
3. Ready, Port Arms (or Port Arms)	32. Flight (Platoon), Halt
4. Order Arms	33. Port Arms
5. Dress Right, Dress	34. Column of Files f/t Right, March
6. Ready, Front	35. Flight Halt
7. PARADE REST	36. Column of Threes t/t Left, March
8. Flight (Platoon for Army), Attention	37. Column Left March (Fwd March)
9. 15-Count Manual Arms	38. Double Time March
(TC 3-21.5, pages 4 – 10)	
10. Right Face/ Count, Off	39. Quick Time March
11. Close March	40. Column Left March (Fwd March)
12. Extend March / Left Face	41. Right Shoulder Arms
13. Open Ranks March (AF: Ready Front)	42. FLIGHT (Platoon), HALT
14. Close Ranks March	43. Column Left March (Fwd March)
15. Left Step March (4 step minimum)	44. Column 1/2 Left March
16. FLIGHT (Platoon), HALT	45. Column 1/2 Left March
17. Left Face	46. To the Rear March
18. Right Step March	47. To the Rear March / Flight Halt
19. Flight (Platoon), Halt	48. Forward March / Eyes Right
20. About Face	49. Ready Front
21. Right Shoulder Arms	50. Column Left March (Fwd March)
22. Forward March	51. Left Shoulder Arms
23. Column Right March (Fwd March)	52. Column Left March (Fwd March)
24. Column Right March (Fwd March)	53. Change Step March
25. Column Right March (Fwd March)	54. Left Flank March
26. Left Flank March	55. Flight Halt
27. Right Flank March	56. Report Out
28. FLIGHT (Platoon), HALT	Column 2 sub total (135 pts Max)
29. Column Left March (Fwd March)	Column 1 sub total (145 pts Max)
Column 1 sub total (110 pts Max)	Routine Total (280 points Max)
Commander's Actions: Score each item	Summary
on 1 – 10 scale.	
1. Voice	Routine Total (280 pts Max)
2. Bearing	Commander's Total (30 pts Max)
3. Positioning	Minus Boundary Violations (-5 pts each)
Commander's Total (30 pts Max)	Armed Regulation Total (310 pts Max)

Commander's Initials:	Judge's Initials:
Communact 5 Initials.	ouage s initials.

DATE: 13 April 2019

UNARMED EXHIBITION

SCHOOL / TEAM:	JUDGE:
Routine: - All items scored on a scale of 1 -	- 5.
	h second under 5 or over 8 minutes.
- For each missing cadet, subtract	
1. Report In	
Verbal report in; all movements to enter drill pad	
& report to Head Judge	
2. Variety of Movements	
3. Routine Precision	
Exact, flawless, meticulous maneuvers	
4. Teamwork	
5. Routine Composition & Flow	
Unique & well-constructed w/fitting transitions	
6. Team/Cadet Appearance	
Uniforms/overall preparation & presentation	
7. Use of Drill Area	
Meaningful use of entire drill pad	
8. Routine Difficulty	
Routine required much practice to master	
9. Report Out	
Verbal report; all moves to report out & exit area	
10. Overall Impression	
Subjective score of entire routine	
Subjective score of entire routine	Total Time for Routine
Routine Score (50 points Max)	Seconds Over or Under Limits
Minus Time (-1 per sec) Penalty Points	Time Penalty Points
•	
Missing Cadet (-5 per missing) Penalty Points	
Minus Boundary Violations (-5 pts each	
time)	
Routine Total	
Commander's Actions: Score each	
item on 1 – 10 scale.	
1. Bearing	Summary
2. Positioning	Routine Total (50 pts Max)
	Commander's Total (20 pts Max)
Commander's Total (20 max)	Unarmed Exhibition Total (70 pts Max)
Commander's Initials:	Judge's Initials:

DATE: 13 April 2019

DEMIL EXHIBITION

SCHOOL / TEAM:	JUDGE:	
Routine: - All items scored on a scale of 1 -	- 5.	
- Subtract 1 penalty point for eac	h second under 5 or over 8 minutes.	
- For each missing cadet, subtrac	t 25 points from the score.	
1. Report In		
Verbal report in; all movements to enter drill pad		
& report to Head Judge		
2. Variety of Movements		
3. Routine Precision		
Exact, flawless, meticulous maneuvers		
4. Teamwork		
5. Routine Composition & Flow		
Unique & well-constructed w/fitting transitions		
6. Team/Cadet Appearance		
Uniforms/overall preparation & presentation		
7. Use of Drill Area		
Meaningful use of entire drill pad		
8. Routine Difficulty		
Routine required much practice to master		
9. Handling of the Weapon		
Weapon maneuvers & manipulation look skilled		
and effortless		
10. Report Out		
Verbal report; all moves to report out & exit area		
11. Overall Impression		
Subjective score of entire routine		
Routine Score (55 pts Max)	Total Time for Routine	
Minus Time (-1 per sec) Penalty Points	Seconds Over or Under Limits	
Missing Cadet (-5 per missing) Penalty	Time Penalty Points	
Points		
Minus Boundary Violations (-5 points		
each)		
Routine Total (55 pts Max)		
Commander's Actions: Score each	Summary	
item on 1 – 10.		
1. Bearing	Routine Total (minus all deductions)	
2. Positioning	Commander's Total (20 pts max)	
Commander's Total (20 pts max)	Armed Exhibition Total (75 pts Max)	
Commander 8 Total (20 pts max)	Armed Pambidon Total (13 pts Max)	
Commander's Initials:	Judge's Initials:	

DATE: 13 April 2019

Saber/Sword REGULATION

SCHOOL / TEAM:	JUDGE:	JUDGE:			
Grading: All movements scored on a scale of 1 – 5, in A 5-point deduction for each boundary violation. Omit A 5-second pause should be maintained after executing Report in/out will be performed inside the drill area bo	tted items receive a score of zero. g all BOLD UPPERCASE COMMANDS.				
1. Enter Drill area and Report In	29. Flight, Halt				
2. Draw Sabers	30. Center, Face				
3. PRESENT ARMS	31. Dress Center, Dress				
4. Order Arms	32. Ready, Front				
5. Ceremonial At Ease	33. Present Arch				
6. Attention	34. Order Arch				
7. Right Face	35.Ready, Face				
8. Forward March	36. Forward March				
9. Right Flank, March	37. Column Right March (Fwd march)				
10. Left Flank, March	38. Flight Halt				
11. Column Right March (Fwd march)	39. Left Face				
12. To the Rear, March	40. Right Step March				
13. To the Rear, March	41. Flight Halt				
14. Change Step, March	42 Present Arms				
15. Column Right March (Fwd march)	43. Order Arms				
16. Eyes Right	44. Return Sabers				
17. Ready Front	45. Report Out				
18. FLIGHT HALT					
19. Parade Rest					
20. Flight, Attention	(Platoon may be substituted for flight.)				
21. Forward March					
22. Column Right March (Fwd March)					
23. Left Flank March					
24. Right Flank March					
25. To the Rear March					
26. To the Rear March					
27. Half Step March					
28. Mark Time March					
Column 1 sub total (140 pts Max)	Column 2 sub total (85 pts Max)				
	Column 1 sub total (140 pts Max)				
	Routine Total (225 pts Max)				
Commander's Actions: Score each item on 1 – 10 scale.					
1. Voice	Summary				
2. Bearing	Routine Total (225 pts Max)				
3. Positioning	Commander's Total (30 pts Max)				
-	` - '				
Commander's Total (30 pts max)	Grand Total (255 pts Max)				

TANDEM DEMIL EXHIBITION

13 April 2019

SCHOOL / TEAM:	JUDGE:			
Cadet's Names:				
Routine: - All items scored on a scale of $1-5$.	and and on 2 on organ 2 minutes			
- Subtract 1 penalty point for each second	ond under 2 or over 3 minutes.			
1. Report In				
2. Variety of Movements				
3. Precision				
4. Teamwork				
5. Choreography				
6. Use of Drill Area				
7. Difficulty				
8. Use of Weapons				
9. Report Out				
10. Overall Impression				
	Routine Total			
	Total Time for Routine			
Routine Score (50 Max)	Seconds Over or Under Limits			
	Time Penalty Points			
	Grand Total:			

18

Judge's Initials:

Team member's Initials:

Individual DEMIL EXHIBITION

13 April 2019

SCHOOL / TEAM:	JUDGE:				
Cadet's Name:					
Routine: - All items scored on a scale of 1 -					
- Subtract 1 penalty point for each second under 2 or over 3 minutes.					
1. Report In					
2. Variety of Movements					
3. Precision					
4. Choreography					
5. Use of Drill Area					
6. Difficulty					
7. Use of Weapons					
8. Report Out					
9. Overall Impression					
	Routine Total				
	Total Time for Routine				
Routine Score (45 Max)	Seconds Over or Under Limits				
	Time Penalty Points				
	Grand Total:				

19

Judge's Initials:

Individual's Initials: _____

FEMALE PT

13 April 2019

SCHOOL / TEAM:		JUDGE:				
Push-Ups: 0-4: zero points	ach nuch un	Nivers		Doints		
>4: 1 point for ea	acn pusn-up	Num		Points		
2						Team
3						Push-up
<u> </u>						Score
-	Total Tean	n Push-up Poin	nts		x 1/4	
Sit-Ups: 0 – 19: zero points						
> 19: 1 point for each	ch sit-up	Nur	m	Points		
Cadet 1						Team
2						Sit-up
3						Score
4	Total Toon	n Sit-up Points			x 1/4	Score
	Total Teall	ii Sit-up I oilits			X 1/4	
Broad Jump: 0 – 36 inches: 5 > 36: 1 point for	-	Inch	ies	Points		
Cadet 1						
2						Team
3						Jump
4						Score
	Total Tean	n Push-up Poin	nts		x 1/4	
Relay: Record time to tenth o	f a second:			T	α	
Example: 47.18 = > 47.2			Tear	Team Summary eam Push-up Score		
iciay Time		am Sit-up Score				
				n Jump Sco		
Doints				n Run Poin		
1 Units						
		_	10	tal Sc	ore	
		L				
Commander's Initials:		Ju	ıdge'	s Initials:		

MALE PT 13 April 2019

SCHOOL / TEAM:		JUDGE:				
Push-Ups: 0 – 9: zero	-	* 7		D		
	nt for each push-up	Nun	n	Points		
Cadet 1						
2						Team
3						Push-up
4						Score
	Total Te	am Push-up Poi	ints		x 1/4	
Sit-Ups: 0 – 19: zero						
	for each sit-up	Nı	ım	Points		
Cadet 1						Team
2						
3						Sit-up
4						Score
	Total Te	am Sit-up Point	S		x 1/4	
Broad Jump: 0 – 36 in	_					
	point for each inch	Inc	hes	Points		
Cadet 1						-
2						Team
3						Jump
4						Score
	Total Te	am Push-up Poi	ints		x 1/4	
Relay: Record time to	tenth of a second:					
Example: $47.18 = > 47.18$					Summary	1
Relay Time			Tea	m Push-up	Score	
			Tea	m Sit-up Sc	ore	
		Team Jump Score		ore		
Points			Team Run Points			
			To	otal Sc	ore	
Commander ⁵	's Initials:		Ju	dge's Initial	ls:	

PERMISSION and STATEMENT OF WAIVER FOR

CORSICANA HIGH SCHOOL DRILL MEET

I,	, the Parent/Guard nt/Guardian	dian of	
Printed name of Pare	nt/Guardian		Printed name of cadet
High School Drill Meet. School, its staff and facult	release the United States Ai y, the JROTC Department, t	r Force, the Corsicana Inde he JROTC instructors, those	ning Competition portion of the Corsicana pendent School District, Corsicana High e involved in the conduct of the PT ry sustained by my son or daughter during
Signature of cadet compet	itor	date	
Signature of parent / guard	lian	date	
Signature of JROTC instru	actor	date	

NOTE:

This form must be completed and turned in before a cadet is allowed to participate in the PHYSICAL TRAINING COMPETITION OR PUGIL STICK COMPETITION.

DIRECTIONS TO CORSICANA HIGH SCHOOL

Corsicana is located on Interstate 45, about 60 miles south of Dallas and 50 miles north, northeast of Waco. Directions to Corsicana High School are as follows:

Coming from the **Dallas or Fort Worth area**:

Go south on I45. About 10 miles south of Ennis look for the **Business 45 Exit** to Corsicana. After about 3 ½ miles you'll enter the main part of town. (You'll see a "Welcome to Corsicana" sign at 1st Ave.) About ½ mile further you'll see a concrete overpass. Go to the right of this overpass and **turn right** at the traffic light onto **Texas 31 / 7th Ave**. Go **2.9 miles** through town, past Navarro College (at about 2.5 miles) and **turn right** at the traffic light onto **45th street / Road 2555**. Go through the traffic light at 2nd Ave (1/2 mile) and continue for another .9 mile. Corsicana High School is on the right. Turn **right at the Stop sign at Road 744**, and then right into the parking lot.

Coming from the Houston area:

Go north on I45. About 10 miles north of Richland and 5 miles north of Angus, take the **Business 45 Exit** to Corsicana. Half a mile after the road bends to the left you'll see a concrete overpass. Go to the right of this overpass and **turn left** at the traffic light onto **Texas 31** / **7**th **Ave**. Go **2.9 miles** through town, past Navarro College (at about 2.5 miles) and **turn right** at the traffic light onto **45**th **street** / **Road 2555**. Go through the traffic light at 2nd Ave (1/2 mile) and continue for another .9 mile. Corsicana High School is on the right. Turn **right at the Stop sign at Road 744**, and then right into the parking lot

Coming from the Waco area:

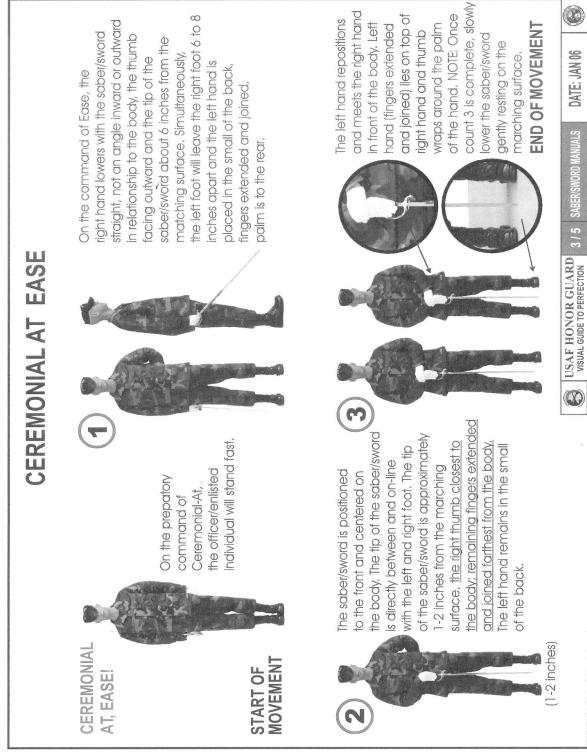
Take Texas 31 east. About ½ mile past Tiger Stadium (on the right), **turn left** at the traffic light at the next intersection, **45**th **street / Road 2555**. Go through the traffic light at 2nd Ave and continue for about 1 mile. Corsicana High School is on the right. **Turn right at the Stop sign at Road 744**, and then right into the parking lot.

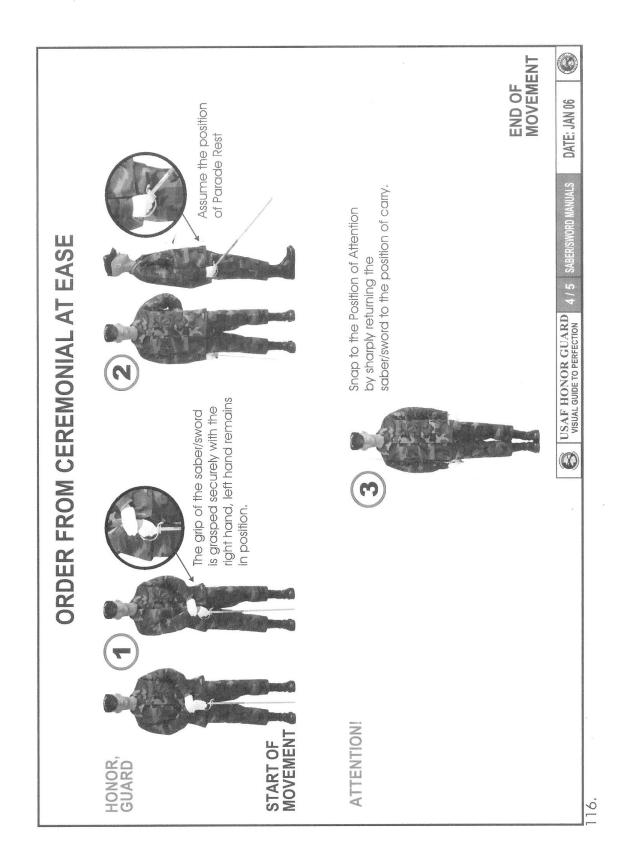
Coming from east of Corsicana:

Take Texas 31 west, and remain on this road until entering the main part of town. After going under the overpass, go **2.9 miles** through town, past Navarro College (at about 2.5 miles) and **turn right** at the traffic light onto **45th street / Road 2555**. Go through the traffic light at 2nd Ave (1/2 mile) and continue for another .9 mile. Corsicana High School is on the right. Turn **right at the Stop sign at Road 744**, and then right into the parking lot.

Coming from the <u>Hillsboro area</u> on Texas 22:

A few miles past Blooming Grove, **turn right at the traffic light, onto Road 744**. The High School is on the left. Continue about 200 yards to the west (front) side of the school, and turn left into the parking lot.





The Saber Arch: Instructions adapted from the USAF Honor Guard Manual

In order to do this movement, the team must be in two elements, four members per element. There should be no problem considering the team should not be more than 9 members including the commander, as per this SOP.

Prior to the command <u>Center Face</u>, have one element take one <u>right</u> step and the other one <u>left</u> step. This will create the extra space needed to do the arch.

The command <u>Dress Center Dress</u>, calls for the team members to snap their heads down, using their peripheral vision to make small adjustments.

On the command \underline{Ready} , \underline{Front} , the team members will snap their heads back up and to the front – looking at each other.

On the command <u>Present Arch</u>, the team members form the arch by extending their right arm, forming a straight line with their arm and saber. The saber is at a 45 degree upward angle. At this point, the commander will be the only one to march through the arch. The commander will then halt, do an about face and then give the next command.

The next command is <u>Order Arch</u>. On this command, the team members will return to the position of order arms.

Finally, the command <u>Ready, Face</u> is given. The team members will face in the direction that will create a column formation in preparation for the next command on the command sheet (Column Right). After facing, the elements will again take one left and right step, the opposite of what they did for Center Face, to close the distance between them. The commander will once again position themselves on their flight in preparation for forward march.